PlayStation

NTSC U/C

PlayStation

EVERYONE

CONTENT RATED BY ESRB

SLUS-01140

# MEGA MAN LEGENDS™ 2

CAPCOM

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A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

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- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

CAPCOM

## A Special Message from CAPCOM ENTERTAINMENT

Thank you for selecting MEGA MAN LEGENDS 2 for your PlayStation® game console. We at CAPCOM ENTERTAINMENT are proud to bring you this new addition to your video game library.

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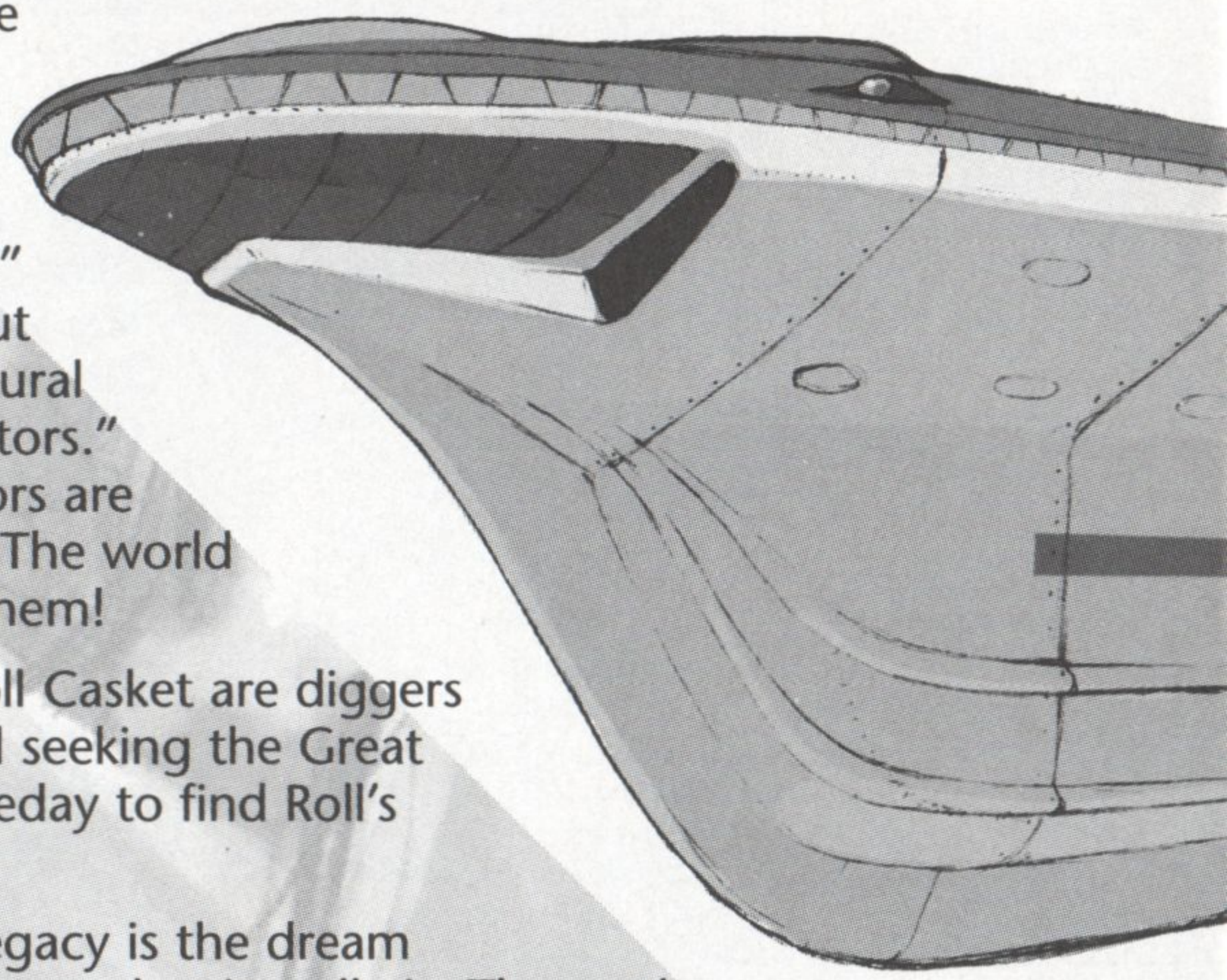
# A DANGEROUS VOYAGE BEGINS

Far into the future, when most of the continents on the earth have sunk into the sea ...

People have formed a unique civilization on the small patch of land that remains.

People's lives are sustained by explorers called "diggers." These warrior-workers dig out ancient ruins to collect a natural energy source called "Refractors." A precious resource, Refractors are necessary for sustaining life. The world wouldn't last long without them!

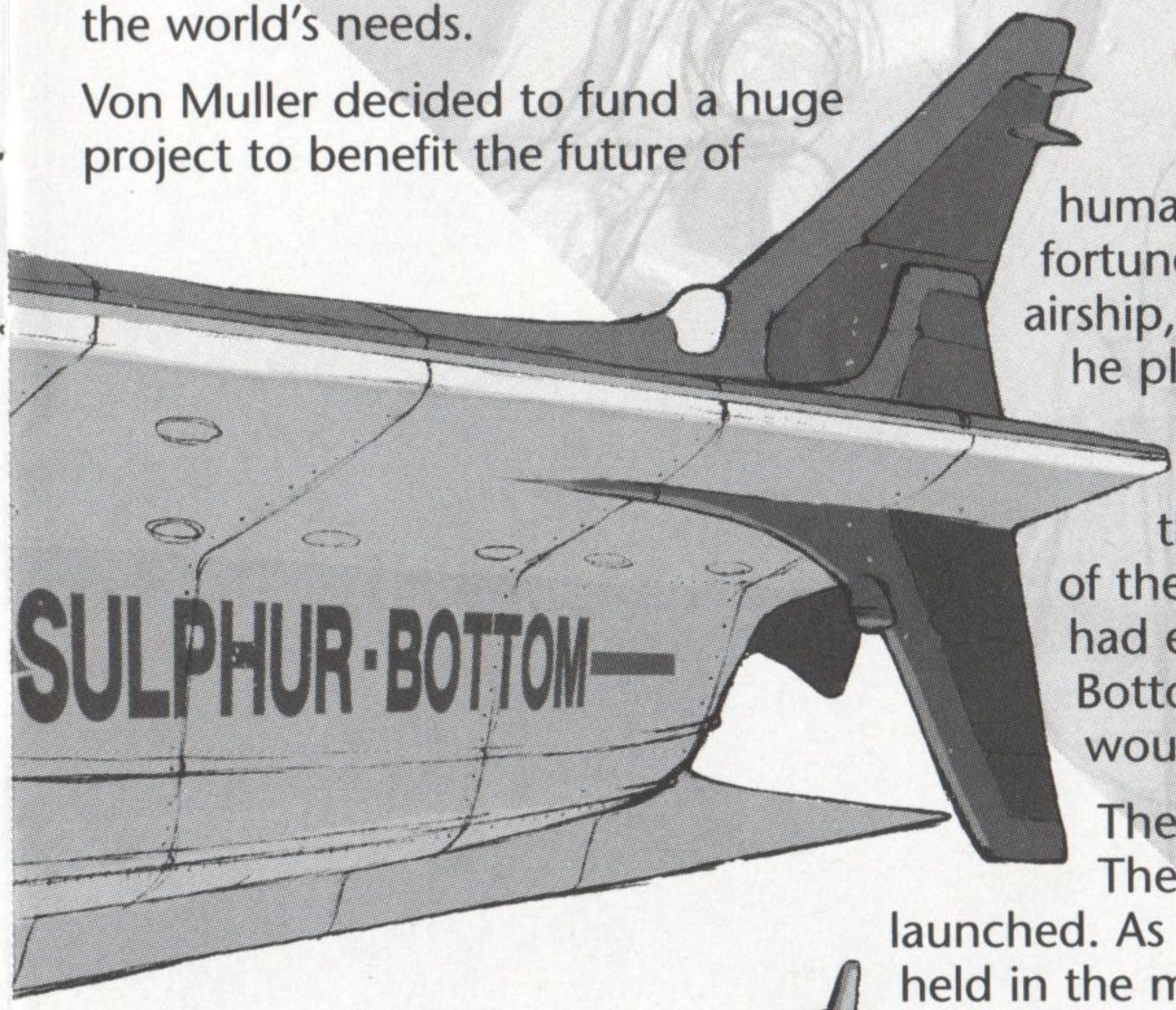


Mega Man and his friend Roll Casket are diggers who travel around the world seeking the Great Legacy. They also hope someday to find Roll's missing parents.

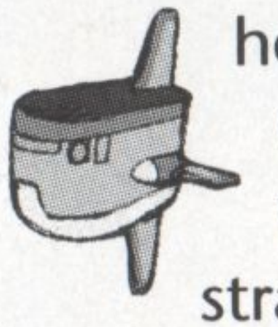
Though finding the Great Legacy is the dream of most diggers, nobody knows what it really is. The myth surrounding the Great Legacy describes it as a new energy with infinite power. It would make Refractors obsolete forever, and bring beauty, harmony and ease to all people of the world.

Von Muller, the famous industrialist, first explained the theory. He believed that Refractors would eventually drain themselves of power. But the Great Legacy could replace them in providing for all the world's needs.

Von Muller decided to fund a huge project to benefit the future of humankind. He spent his entire fortune building a magnificent airship, the Sulphur Bottom, which he planned to pilot to the "Forbidden Place." This unknown territory was thought to be the location of the Great Legacy. But no one had ever entered it. The Sulphur Bottom's expedition team would be the first!




The great day has arrived. The Sulphur Bottom is being launched. As a press conference is being held in the mighty airship, a woman appears with a white Reaverbot.

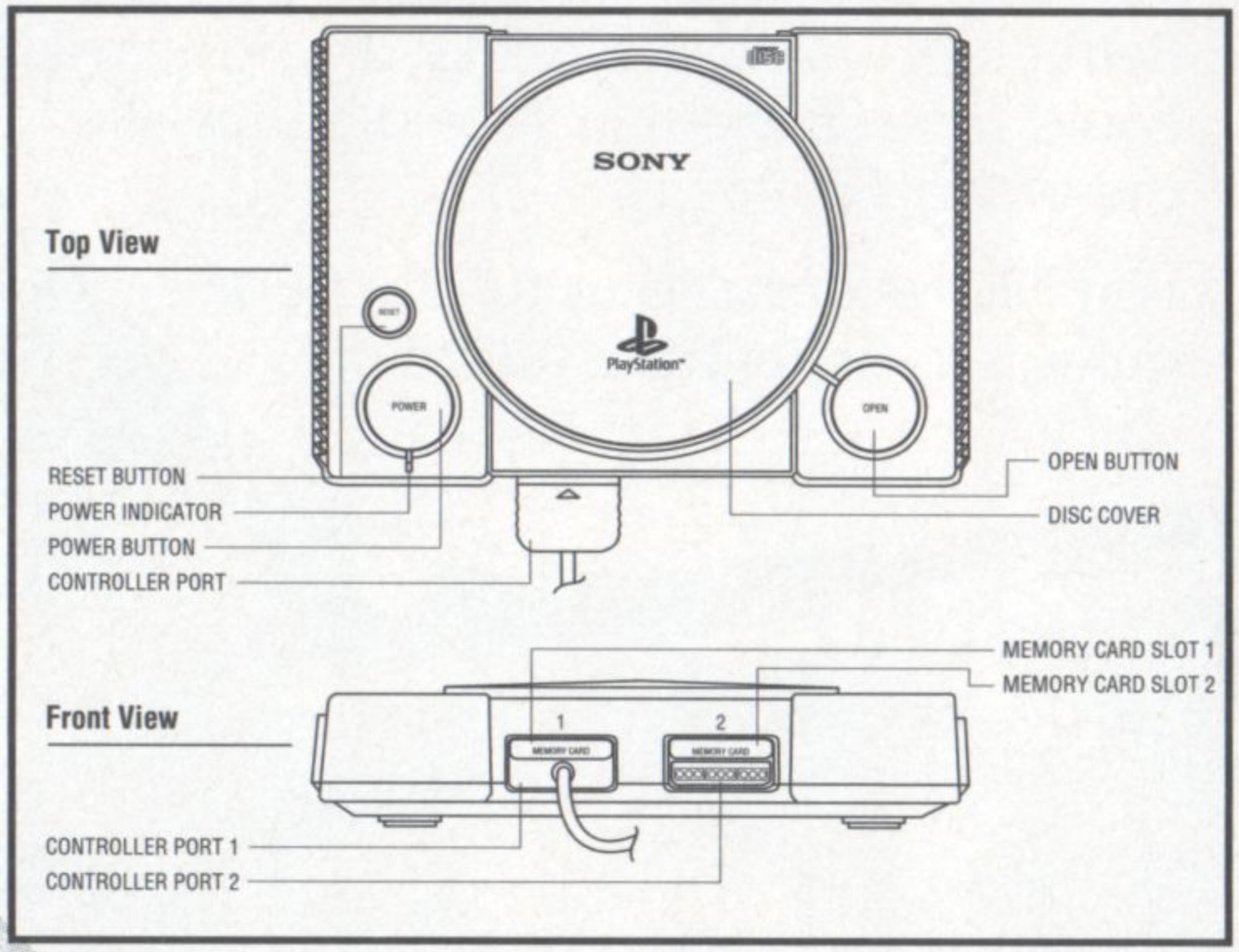


Who is this mystery woman and her strange companion? What is the meaning of this singular occurrence? Is it a coincidence ... or a foreshadowing of danger? The Adventure of the Great Legacy is about to begin!

# SETTING UP

Set up your PlayStation® game console according to the instructions in its Instruction Manual. Make sure the power is OFF before inserting or removing a compact disc.

Insert the **MEGA MAN LEGENDS 2** disc and close the Disc Cover. Insert a game controller and turn on the PlayStation game console. Follow on-screen instructions to start a game.

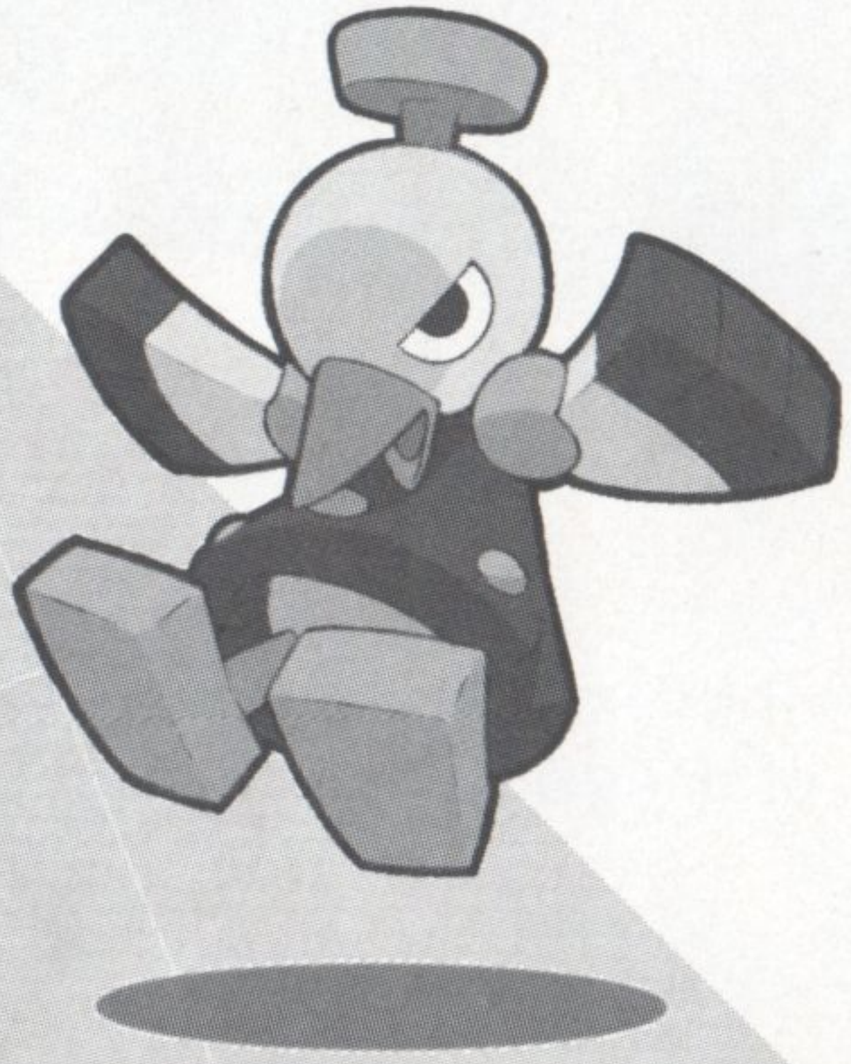



Watch the opening story to find out what's happened so far.

# MEMORY CARDS

To save game settings and results and to continue play on previously saved games, insert a Memory Card into Memory Card Slot 1 of the PlayStation game console BEFORE starting play. (If you do not have a Memory Card, the game will allow you to play without saving game settings and results.)

See page 17 for information on saving game data.



# DEFAULT CONTROLS

**L2 Button**
- Cycle Status screen submenus

**R2 Button**
- Weapon lock-on
- Hold to target nearest enemy

**L1 Button**
- Rotate view to the left

**R1 Button**
- Rotate view to the right.

**DIRECTIONAL BUTTONS**
(Digital mode)
- Menu select
- Move Mega Man

**▲**
- Menu cancel
- Fire Special Weapon
- Grab/Throw with Lifter
- Close Status screen

**●**
- Talk/Open/Examine
- Switch Special Weapon/ Lifter on Status screen

**X**
- Menu confirm
- Jump
- Scroll Talk screens

**■**
- Fire Mega Buster
- Hold for rapid-fire
- Kick (without weapon)

**LEFT STICK (Analog mode)**
- Menu select
- Move Mega Man
- With L1/R1, turn Mega Man and camera view simultaneously

**RIGHT STICK (Analog mode)**
- Zoom view in/out

**START**
- Start game
- Pause/Resume

**ANALOG MODE SWITCH**
- Toggle Analog (red) or Digital (dim) mode

**SELECT**
- Open Status screen

*Notes:*
- To change the default control configuration, use Option mode (see page 9).
- This game is for one player only.
- This game is compatible with DUALSHOCK™ analog controller vibration.

*Soft Reset During Gameplay:*
- Press and hold SELECT, START and the L1 and R1 buttons simultaneously to reset the game and return to the Title screen.

# SPECIAL TECHNIQUES

Mega Man can perform quite a few special moves.
(The controls used in these descriptions are the defaults.)

## LEDGE CLIMBING

After jumping up to hang onto a high ledge, Mega Man can lift himself up to a higher platform not usually accessible by jumping. Once Mega Man grabs onto the ledge, press the Directional button/Left Stick ↑ to climb up onto it.

## WALK

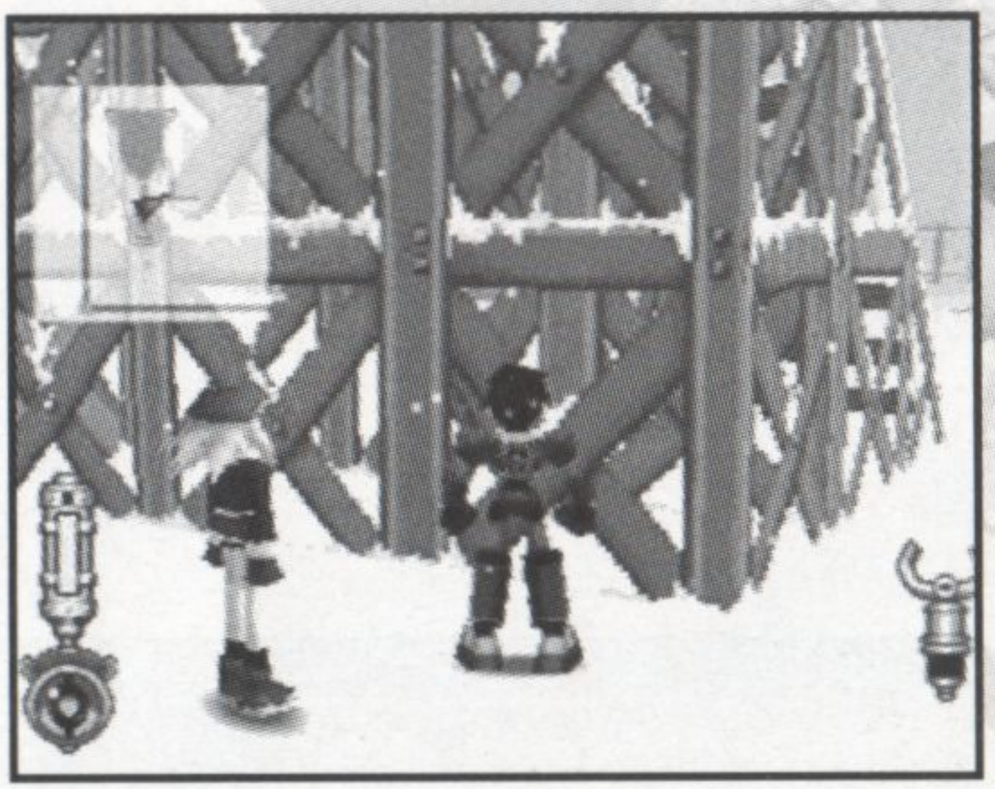
Hold down the ● button while moving Mega Man to make him walk slowly. This is convenient when you want him to move only a bit.

## QUICK TURN

Press the ● button while moving left, right or back to turn in the direction quickly.

## LOCK-ON

Press the R2 button to automatically lock-on the nearest target when an enemy is close to you. You will keep the enemy targeted as long as you hold down the R2 button. When faced with more than one enemy, you can change targets by pressing the R2 button again.



## LIFT

When you don't have a Special Weapon equipped, then the Lifter is active. You can lift up an object in front of Mega Man by pressing the ▲ button. Then, you can throw the object by pressing the ▲ button again after you lift it up. You can lift and throw various things - find out what they are.

## CARTWHEEL

Press the **X** button while changing directions to make Mega Man turn a quick cartwheel. This is a smart way to dodge enemy's attacks.

## ROLLER DASH

After you acquire Dash Body Parts (see page 15), Mega Man can perform the Roller Dash. Hold the ● button to begin charging up Roller Dash. Once the Dash Parts have charged up enough power, Mega Man will really begin to move!

# GAME START

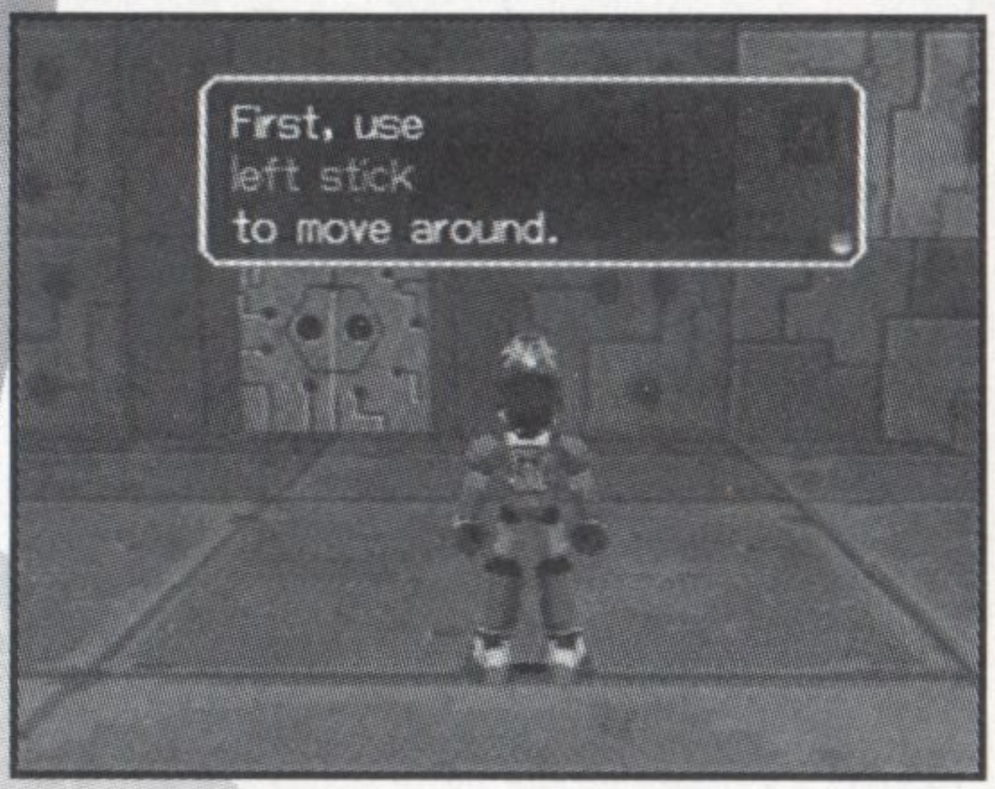
Once the game story begins, press the START button to reach the Title screen. Press the START button again to open the Main Menu. Use the Directional button/Left Stick to make your selection, and press the **X** button to confirm it.

**NEW GAME** – Start a new game. After choosing this option, you can choose your difficulty level: EASY, NORMAL, HARD or VERY HARD.

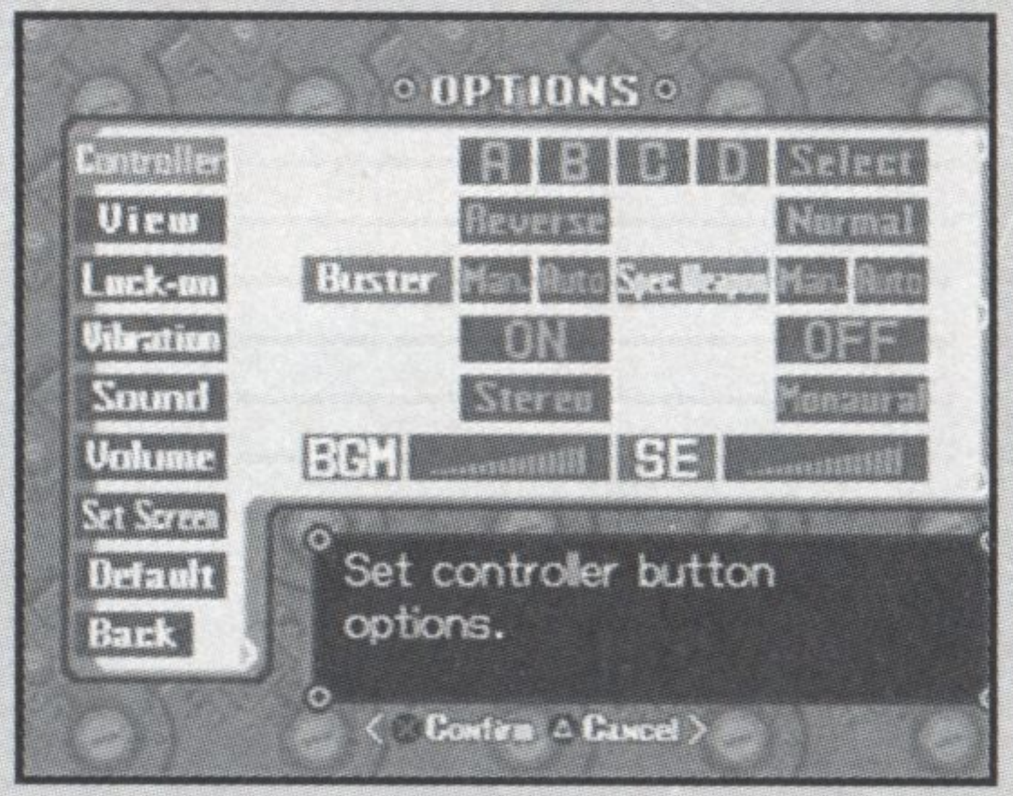
**CONTINUE** – Play on a previously saved game.

**TUTORIAL** – Roll Casket takes you on a course to learn the basic game controls and game system.

**OPTION** – Adjust various game settings.



# OPTIONS SCREEN




**CONTROLLER** – Change button assignments by choosing one of four pre-set configurations. Choose SELECT and Data will help you set up a custom configuration.

**VIEW CHANGE** – Select NORMAL to look up by pressing ↑, and down by pressing ↓. Select REVERSE to look down with ↑ and up with ↓.

**LOCK-ON** – Switch between Man(ual) and Auto(matic) lock-on control for Mega Buster and Special Weapons.

**VIBRATION** – Turn the DUALSHOCK™ analog controller's vibration function ON/OFF.

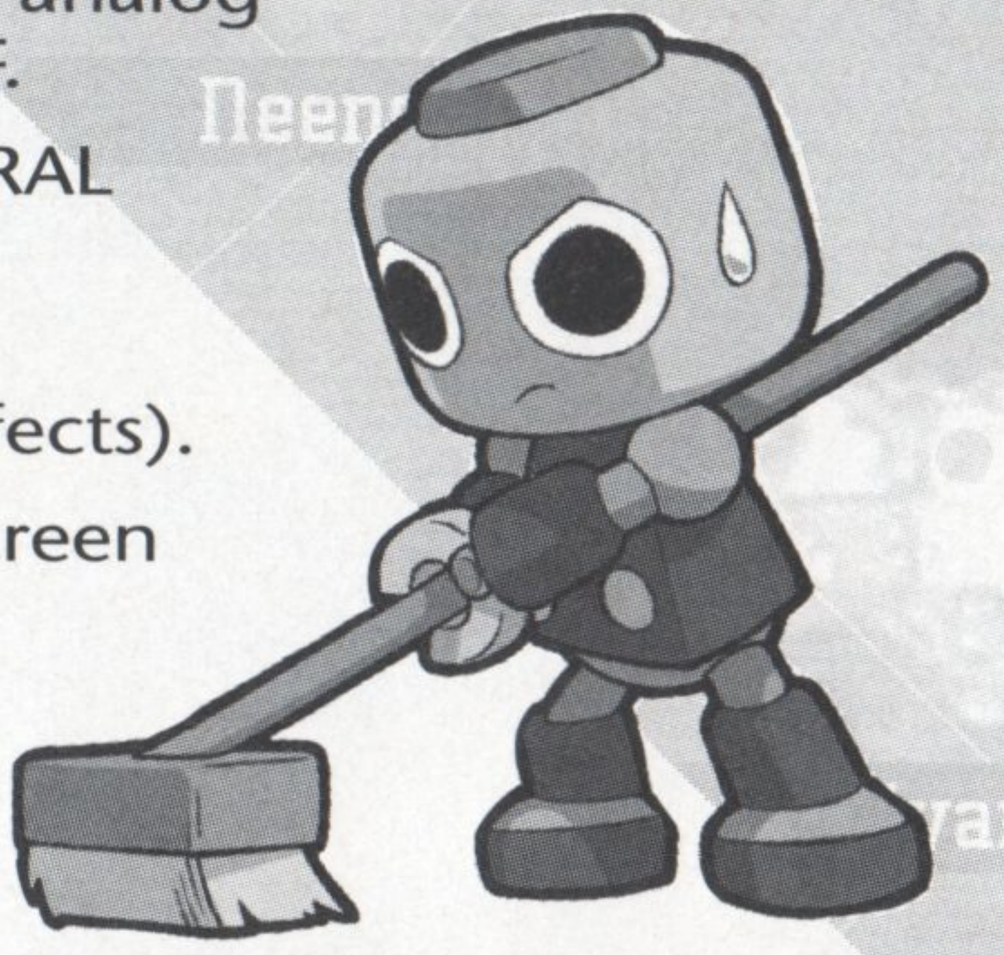
**SOUND** – Choose STEREO or MONAURAL to match your speaker setup.

**VOLUME** – Adjust the volume of BGM (background music) and SE (sound effects).

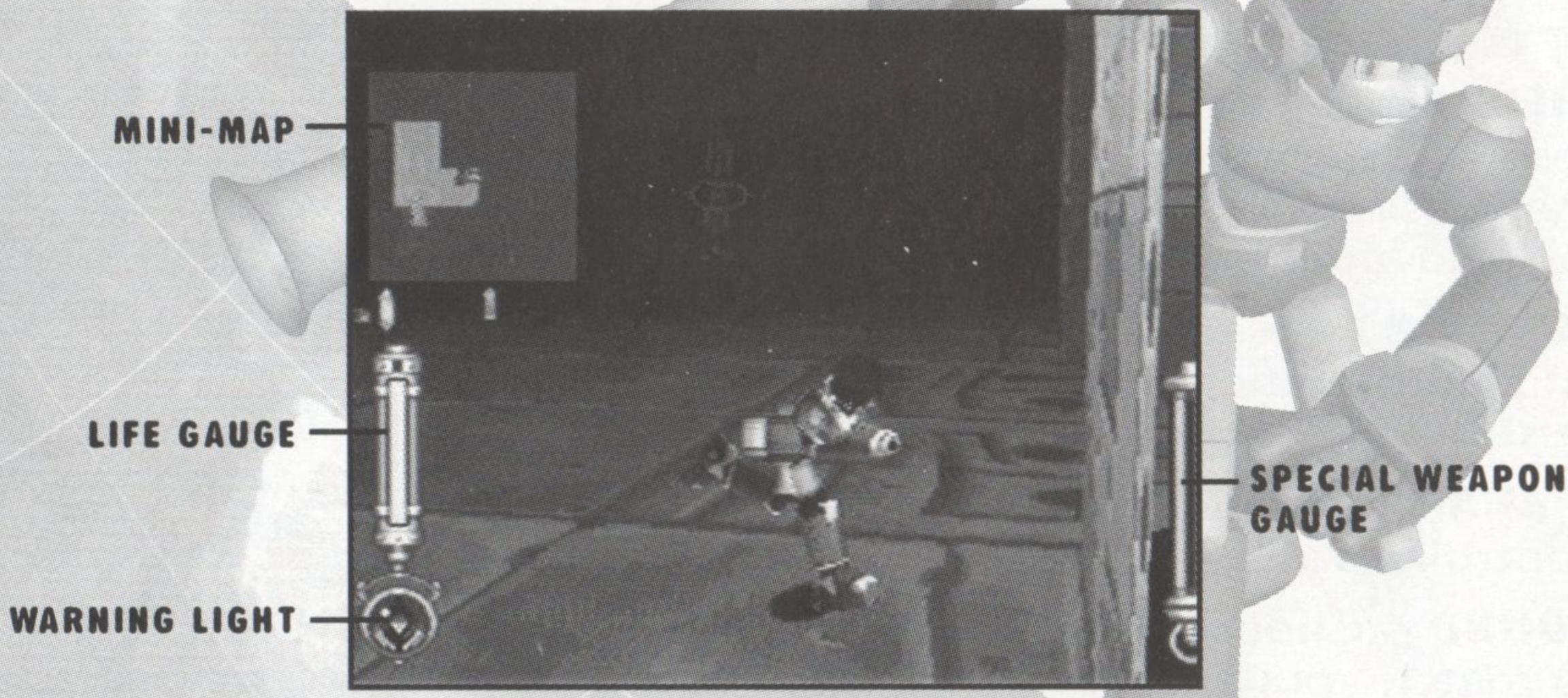
**SCREEN ADJUST** – Center the game screen on your TV/monitor.

**DEFAULT** – Restore the original settings.

**EXIT** – Return to the Main Menu.



# BATTLE SYSTEM



**MINI MAP** – Automatically maps the area as you explore it. You can turn the Mini-Map ON/OFF from the Status screen.

**LIFE GAUGE** – Mega Man's remaining life. The color bar decreases as Mega Man takes damage. When all the color drains out, your game is over.

**WARNING LIGHT** – Lights up if there is an approaching enemy just out of Mega Man's sight.

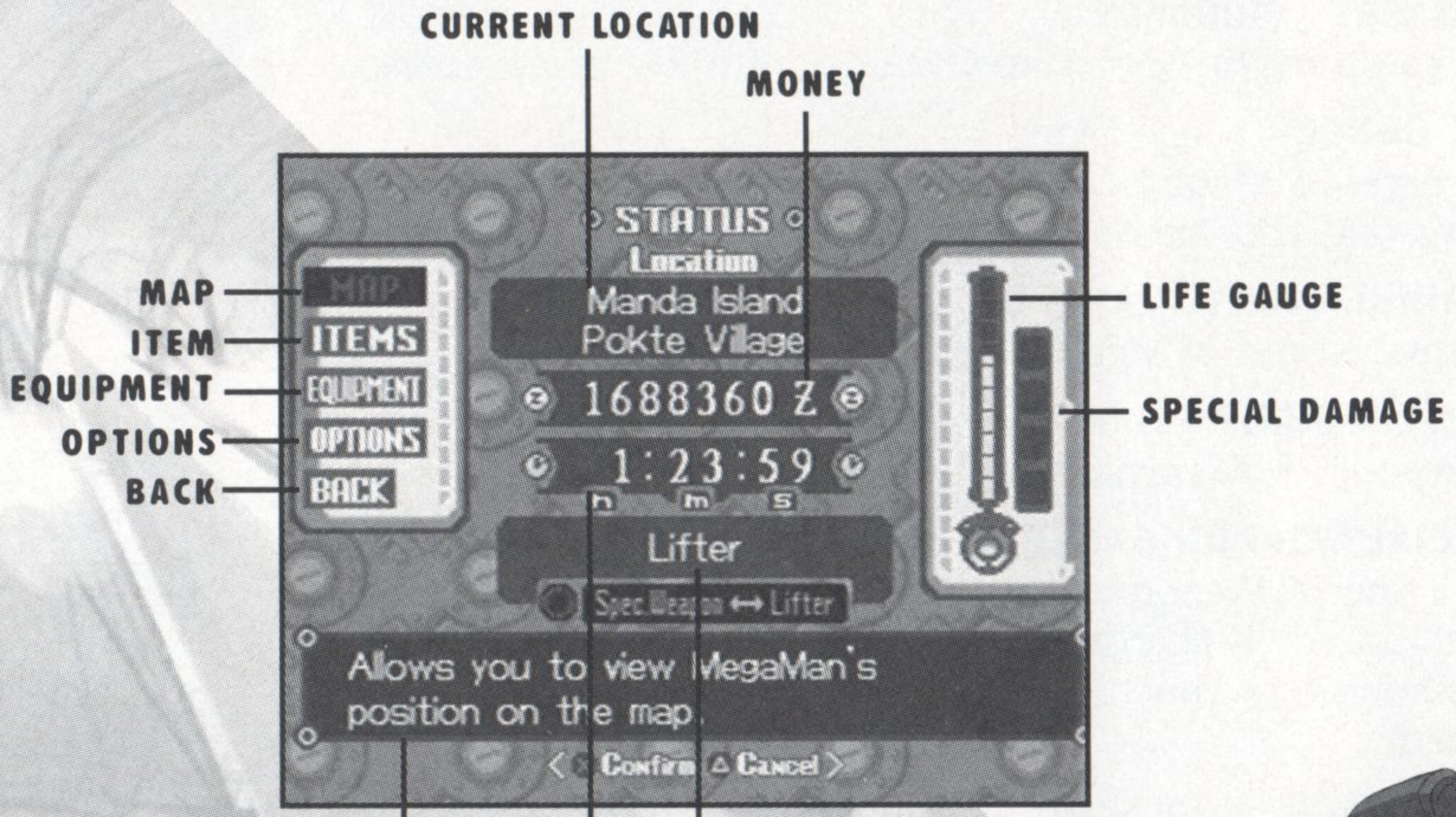
**LOCK-ON SIGHT** – (not shown) Appears when you lock-on a target. It shows what you're targeting and directs your fire.

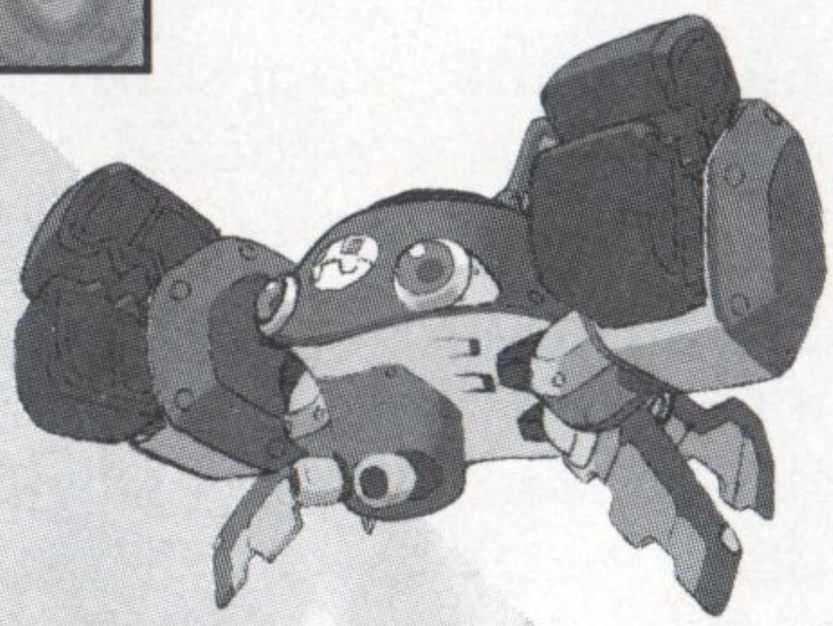
**SPECIAL WEAPON GAUGE** – Displayed when Mega Man has a Special Weapon equipped. The blue bar shows how much energy is charged in the Special Weapon. The green bar shows how much energy is consumed when the weapon is used.

**GRAB MARK** – (not shown) Displayed only when Mega Man does not have a Special Weapon equipped. It shows up if you can grab an enemy when you lock-on.

**BOSS GAUGE** – (not shown) Displayed when you are fighting a boss character. It shows the boss character's life bar, which depletes as the boss takes damage. If you can completely drain the gauge, you'll defeat the boss.

# STATUS SCREEN



**MAP** – Open the Map screen where you can check your current location, configure auto navigation and turn the Mini Map ON/OFF. (See page 14.)

**ITEMS** – Open the Items screen where you can check and use Normal Items and Key Items. (See page 14.)

**EQUIPMENT** – Open the Equipment screen where you can change Special Weapons and Body Parts and tune Buster Parts. (See page 15.)

**OPTIONS** – Open the Options screen where you can change the button control assignments and adjust various settings. (See page 9.)

**CURRENT LOCATION** – Name of the place you're currently exploring.

**MONEY** – Amount of money Mega Man has. Use money to buy new weapons, equipment and Items.

**PLAY TIME** – Total time playing the game so far.

**SPECIAL WEAPON** – The Special Weapon Mega Man is currently using.

**DESCRIPTION** – Explains currently selected Item.

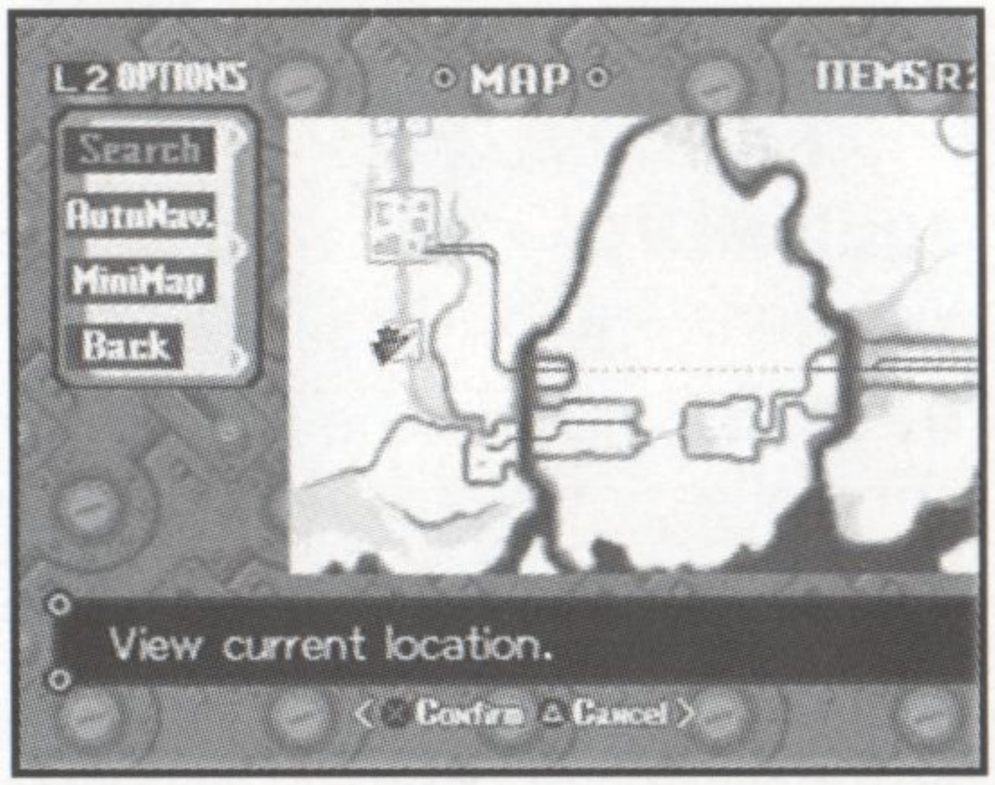
**LIFE GAUGE** – The color bar shows Mega Man's remaining life.

**SPECIAL DAMAGE** – Appears when Mega Man takes special damage. Certain Items or Body Parts protect Mega Man from special damage. Find out what these are and acquire them. Also, you can shorten damage time by rapidly pressing the Directional button when Mega Man is under attack. The types of special damage are:

- **BURNED** – Mega Man's life decreases.
- **PARALYZED** – Mega Man moves more slowly.
- **ENERGY LEAK** – Mega Buster is weakened.

**BACK** – Exit the Status screen.

# MAP SCREEN




**SEARCH** – You can move the map with the Directional buttons or Left Stick. Mega Man's location and facing direction is displayed as a blue arrow. When the location has more than one floor, you can switch floors by pressing the L1 or R1 button.

**AUTONAV** – If you set a destination, a navigation mark will show you its direction. When you reach the destination, a chime rings. To set a destination, you must be on the same island as the destination and have visited it before. You cannot use AutoNav in ships or dungeons.

**MINI MAP** – Turn the Mini Map on the gameplay screen ON/OFF.

**BACK** – Exit the Map screen.

# ITEMS SCREEN

**ITEMS** – This lists the Items you have. You can use or sell Items, or pass them to Roll.

**KEY ITEMS** – This lists Key Items you have. Key Items cannot be used.

**DESCRIPTION** – Explains the selected Item.

**BACK** – Exit the Items screen.

## ITEMS

**REFRACTOR** – A precious resource used as money in Mega Man's world.

**RECOVERY CUBE** – Refills Mega Man's Life gauge.

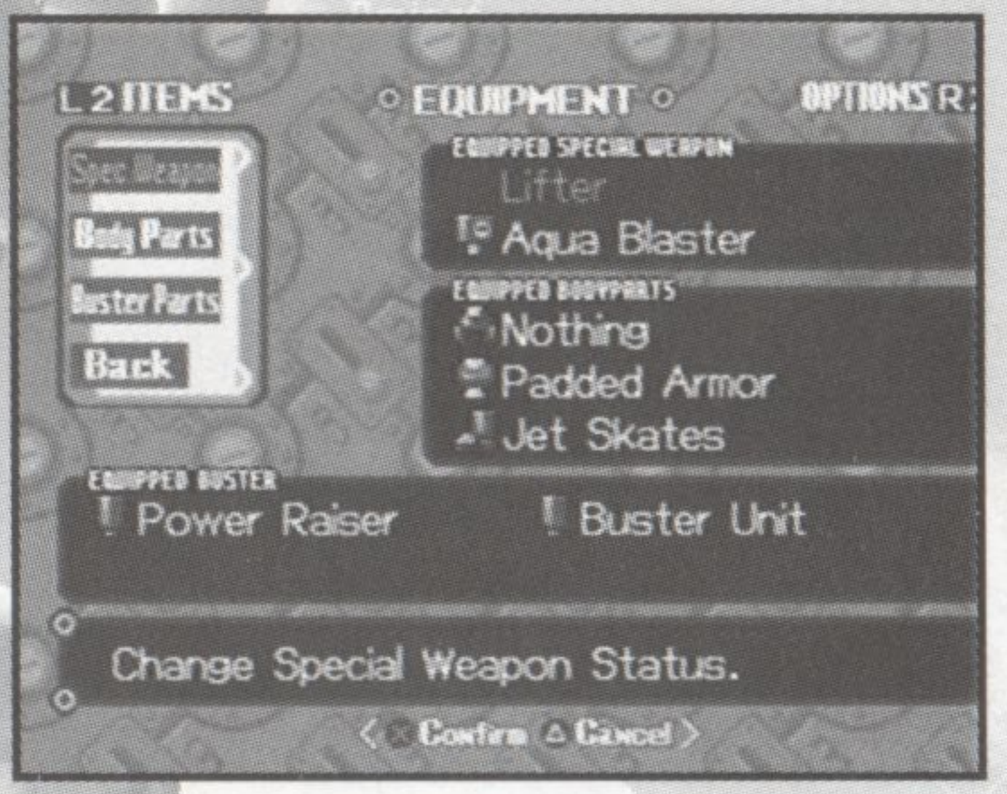
**SPECIAL WEAPON RECHARGE CUBE** – Refills the Special Weapon gauge.

**ENERGY BOTTLE** – Refills Mega Man's Life gauge. Once you acquire the Bottle, you can refill it again and again at a Store. You can also increase the Bottle's capacity by purchasing an extra Energy Pak.

**MEDICINE BOTTLE** – Cures certain special damages. You can increase the capacity of the Bottle by purchasing a Medicine Pak.

# EQUIPMENT SCREEN

Use the Directional button/Left Stick to select, press the **X** button to confirm, and press the ▲ button to cancel.

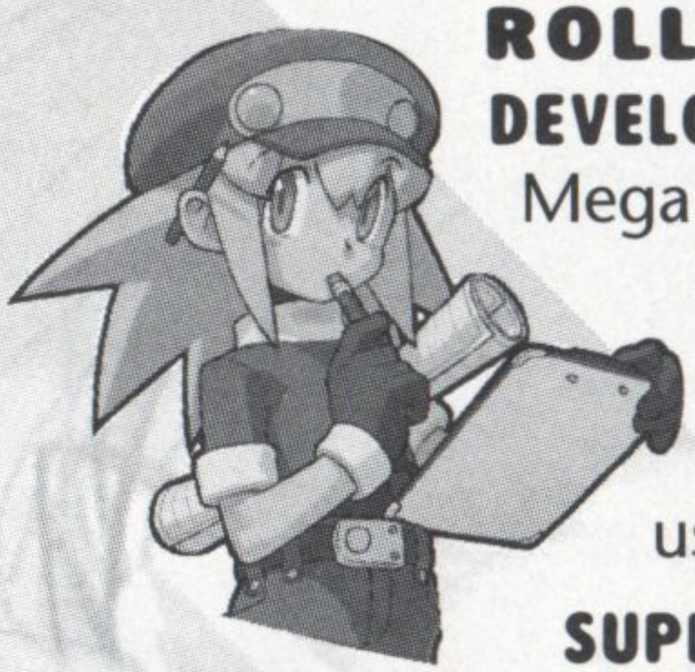



**SPEC WEAPON** – Lists all Special Weapons you have. View Special Weapons stats, and put them on or take them off.

**BODY PARTS** – Lists the helmet, armor and shoes you have. View descriptions, and put Body Parts on or take them off.

**BUSTER PARTS** – Lists all Buster Parts you have. You can tune and sort them. At first you can only equip two Buster Parts. After you acquire Roll's Adapter Plug, you can equip three Buster Parts.

# SUPPORT SYSTEM



## ROLL

**DEVELOP ITEMS** – Roll can develop new Items with Items Mega Man acquires. When you come across a new Item, try passing it to Roll and see what happens.

**EXCHANGE/ENHANCE SPECIAL WEAPONS** – Roll can exchange and enhance Special Weapons. Doing this uses some of Mega Man's money.

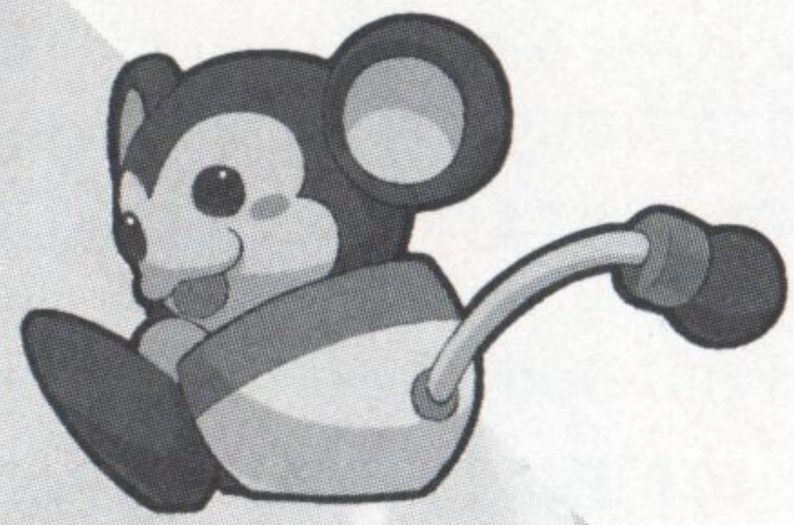
**SUPPORT DURING BATTLE** – Roll gives Mega Man advice while he is fighting. Pay attention to what she says and take advantage of her suggestions.

**TRAVELING IN FLUTTER** – If you talk to Roll on the bridge, you can move to another island in the airship Flutter. Yellow markers show where you can land. Move with the Directional button and Left Stick, and press the ● button to land. The further you progress in the game, the more places you can go. The next place you should go to appears as a red marker.

## DATA

**SAVE** – Data will save your game data.
For details, see page 17.

**ENERGY CHARGE** – Data will fully restore Mega Man's Life gauge and Special Weapon gauge at certain times.



**TIPS** – Data will give you game hints during play. Listen up!

# SAVE/LOAD

## SAVE

To save your game, talk to Data during gameplay and follow his instructions. You can save up to five game data. You must be using a Memory Card with at least 1 free block to save.

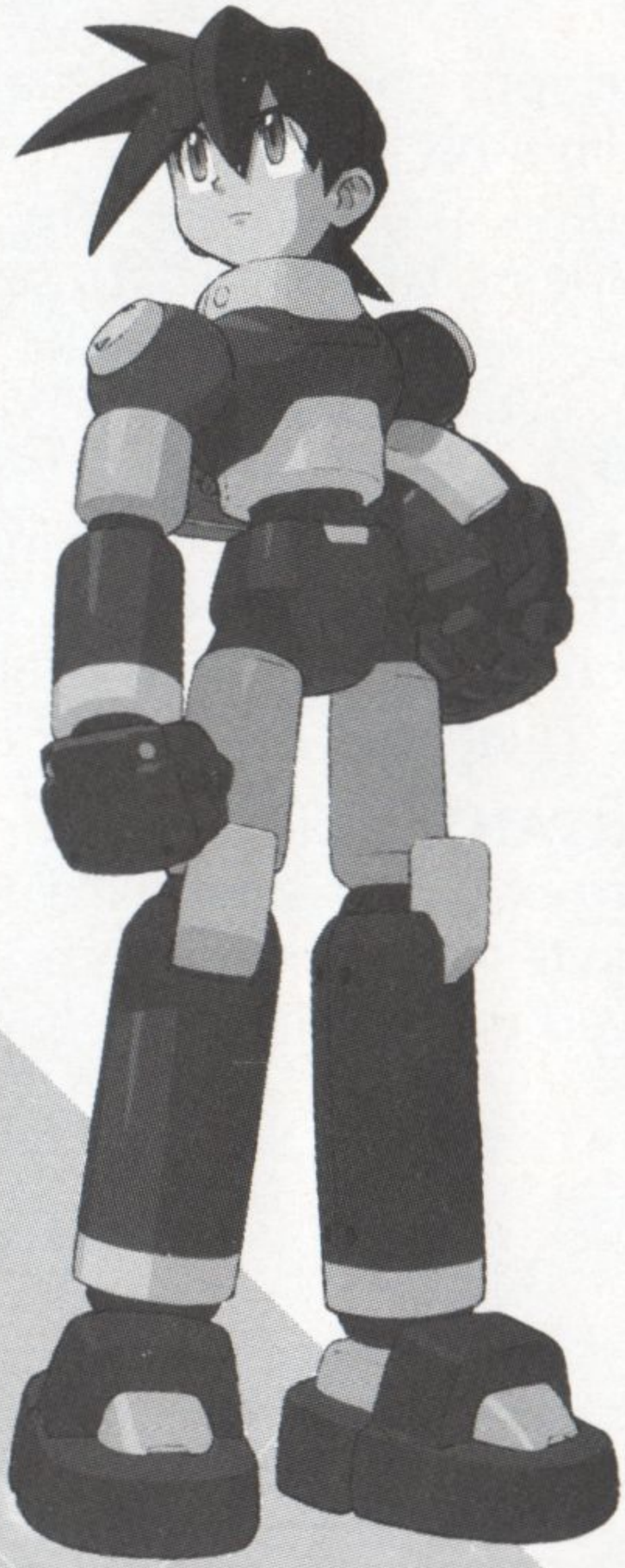
## LOAD

Insert a Memory Card containing **MEGA MAN LEGENDS 2** saved game data into the PlayStation game console. Select CONTINUE from the Title screen. Then choose the game data you want to play.

**IMPORTANT:** While saving or loading game data, do not turn off or reset your PlayStation game console, or remove the Memory Card. Doing so may damage the saved game data.

## MEGA MAN

Mega Man is a digger with a sense of justice and courage. He was found as a baby by Barrell, and raised in the Casket family. Now, with Roll and Data, he sets out to solve the mystery of the Great Legacy.



## DATA

Data is a mechanical monkey who has been at Mega Man's side ever since he was found. He only speaks gibberish, and Mega Man is the only one who can understand him. He assists Mega Man in many ways.

## ROLL CASKET

Roll seeks the Great Legacy in the hopes of finding her missing parents. She is a mechanical genius and assists Mega Man as an operator on digging missions.

## BARRELL CASKET

As a young man, Roll's grandfather Barrell was one of the most respected diggers. He traveled around the world on digging missions with the businessman Von Muller. He has vast knowledge of ancient civilizations.

## TRON BONNE

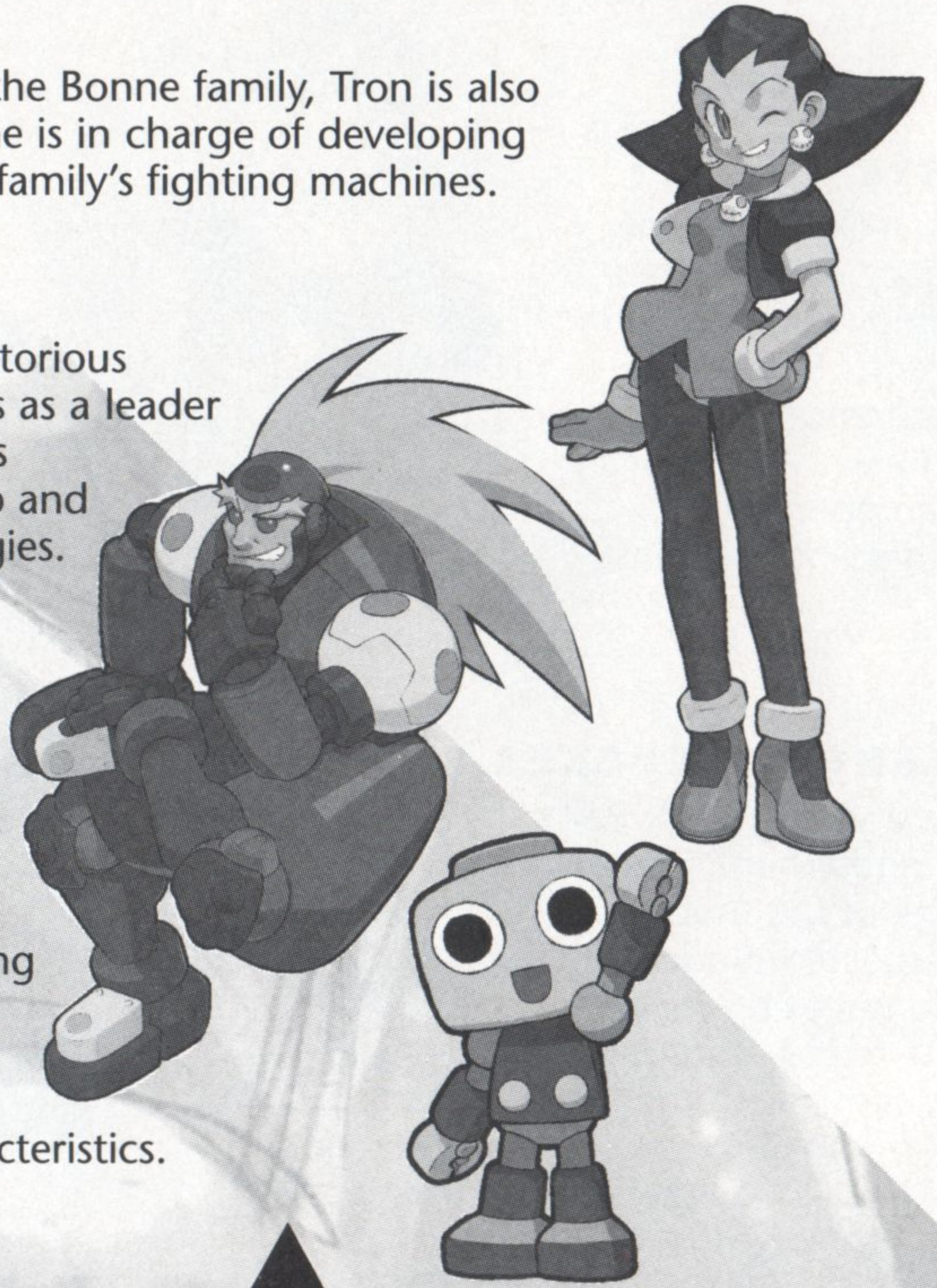
The eldest daughter in the Bonne family, Tron is also a mechanical genius. She is in charge of developing and manufacturing the family's fighting machines.

## TEASEL BONNE

The eldest son of the notorious Bonne family, Teasel acts as a leader of the family. He uses his brilliant brain to develop and implement battle strategies.

## SERVBOTS

Developed by Tron, these little robots work hard to serve the Bonne family in various ways. They do everything from controlling machines to fighting. There are 40 Servbots, each with unique characteristics.

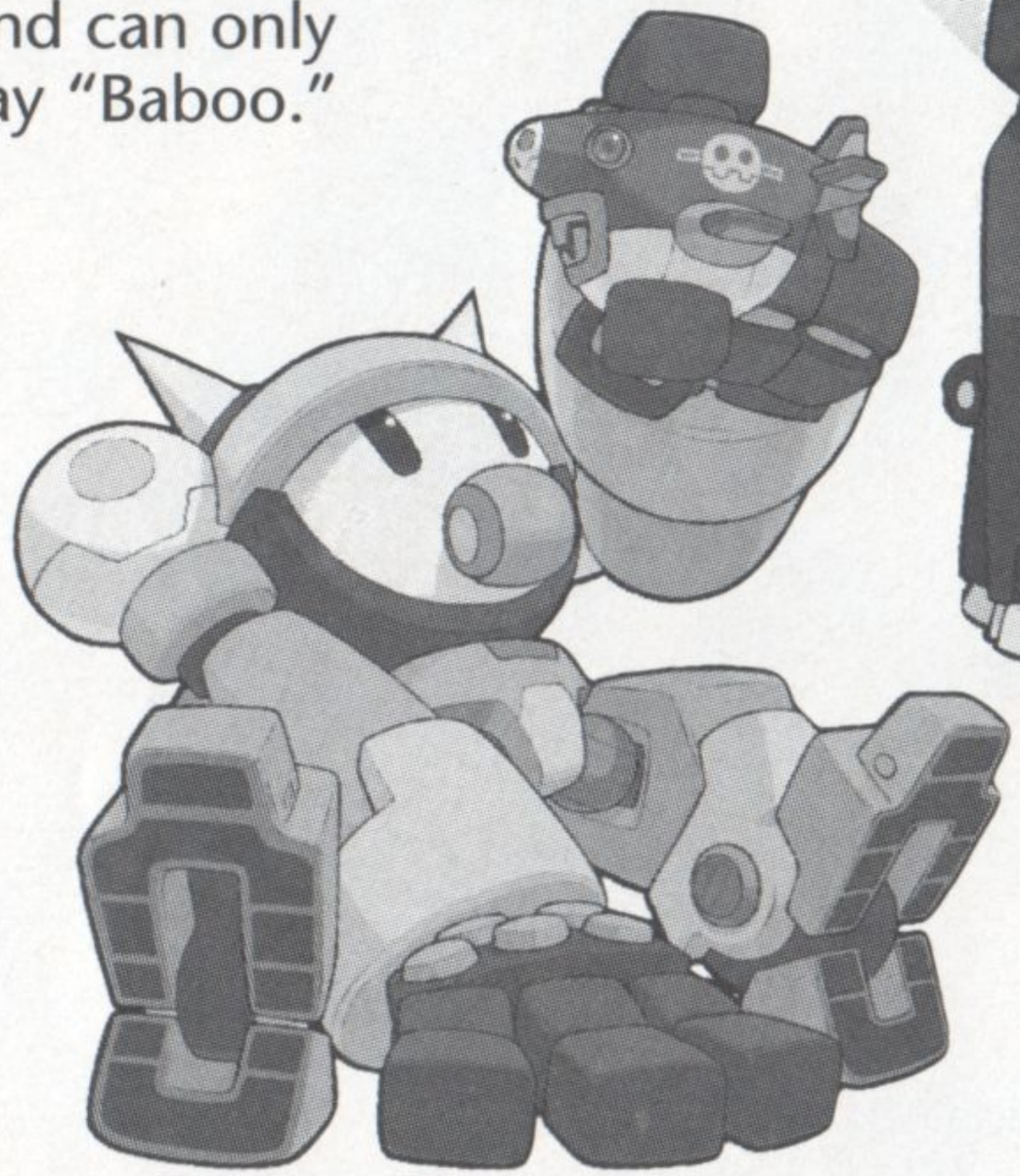


## GLYDE

Glyde is an air-pirate, and an enemy of the Bonne family. He used to be the second-in-command in the Loath family. He uses a number of Birdbots as his soldiers. Though smart, Glyde often has a bad luck.

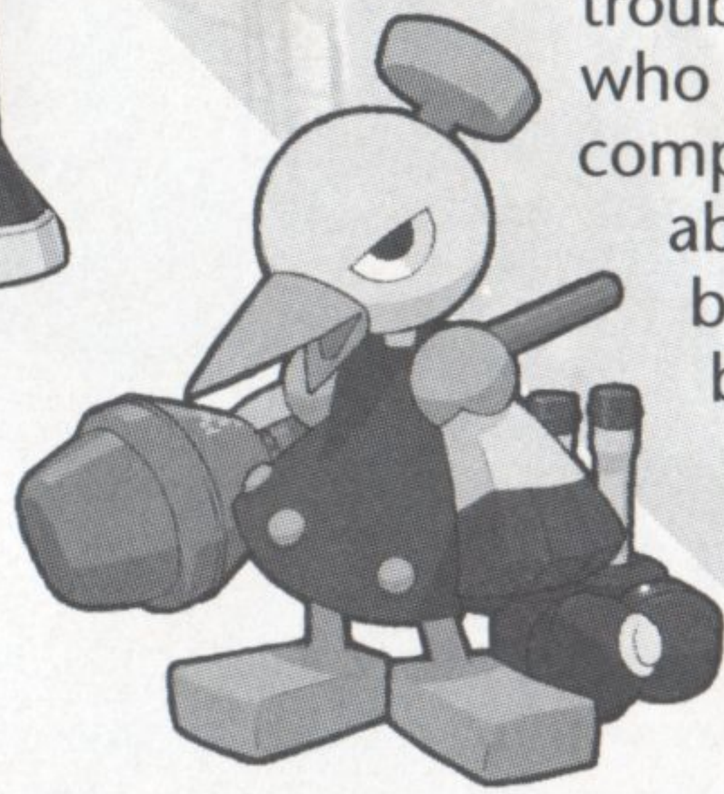
## BOMB BONNE

The youngest member of the Bonnes, Bomb is the biggest and strongest in the family, though he is actually still a baby and can only say "Baboo."



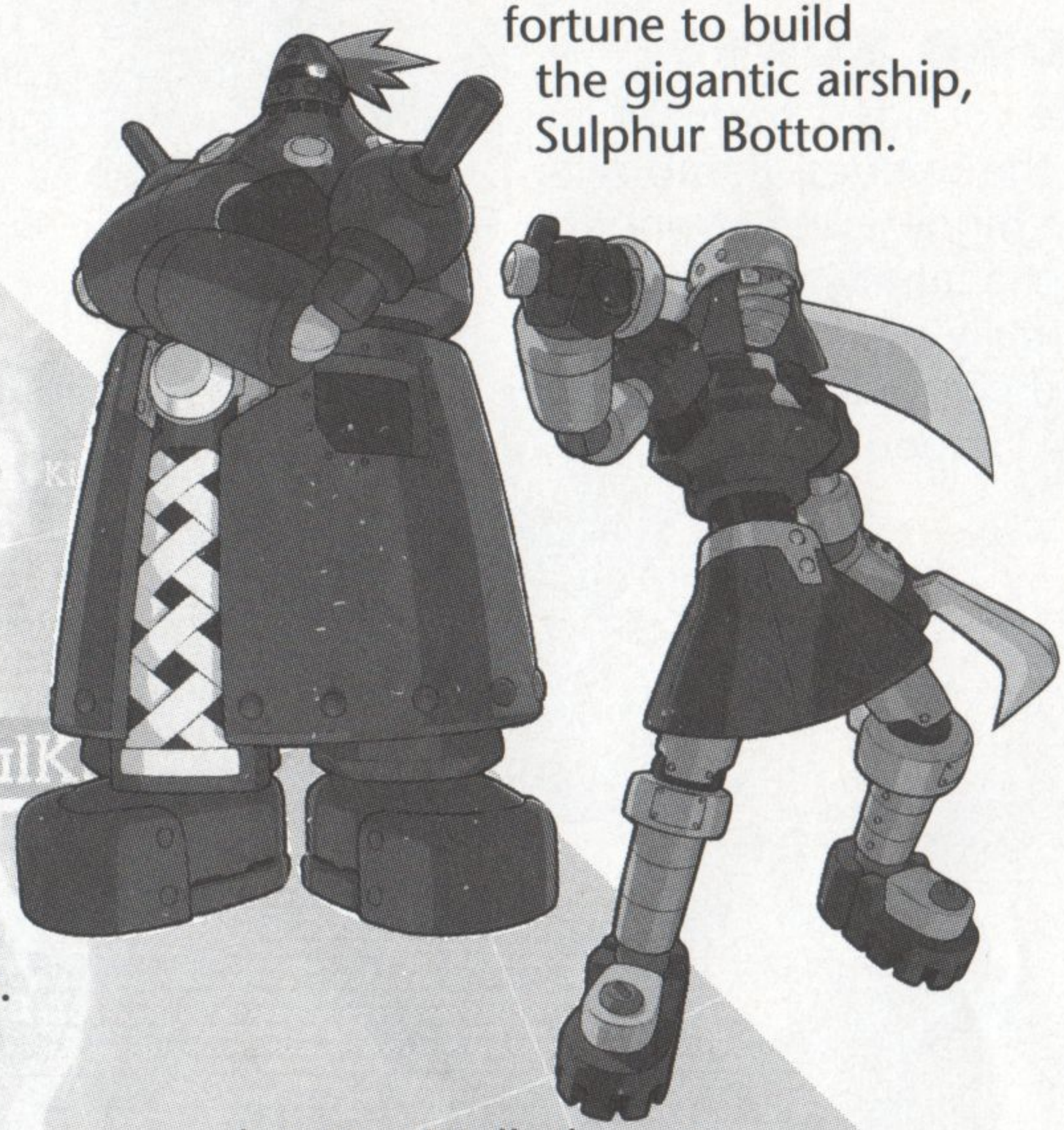
## BIRDBOTS

Unlike Servbots who are faithful to their master, Birdbots are spiteful and two-faced. They are troublemakers who like complaining about others behind their backs.



## VON MULLER

Von Muller started a successful business to raise money to explore the Forbidden Place. To make his long-cherished dream come true, he used his colossal fortune to build the gigantic airship, Sulphur Bottom.



## BOLA & BANCOSCUS

Bola & Bancoscus are air-pirate brothers and long-time partners. They used to be wild and rowdy, but have now calmed down.

## MATILDA

This mysterious woman appeared at Von Muller's press conference. When Barrell saw her, he shouted "Matilda!" the name of Roll's mother. What's the truth behind the mystery?

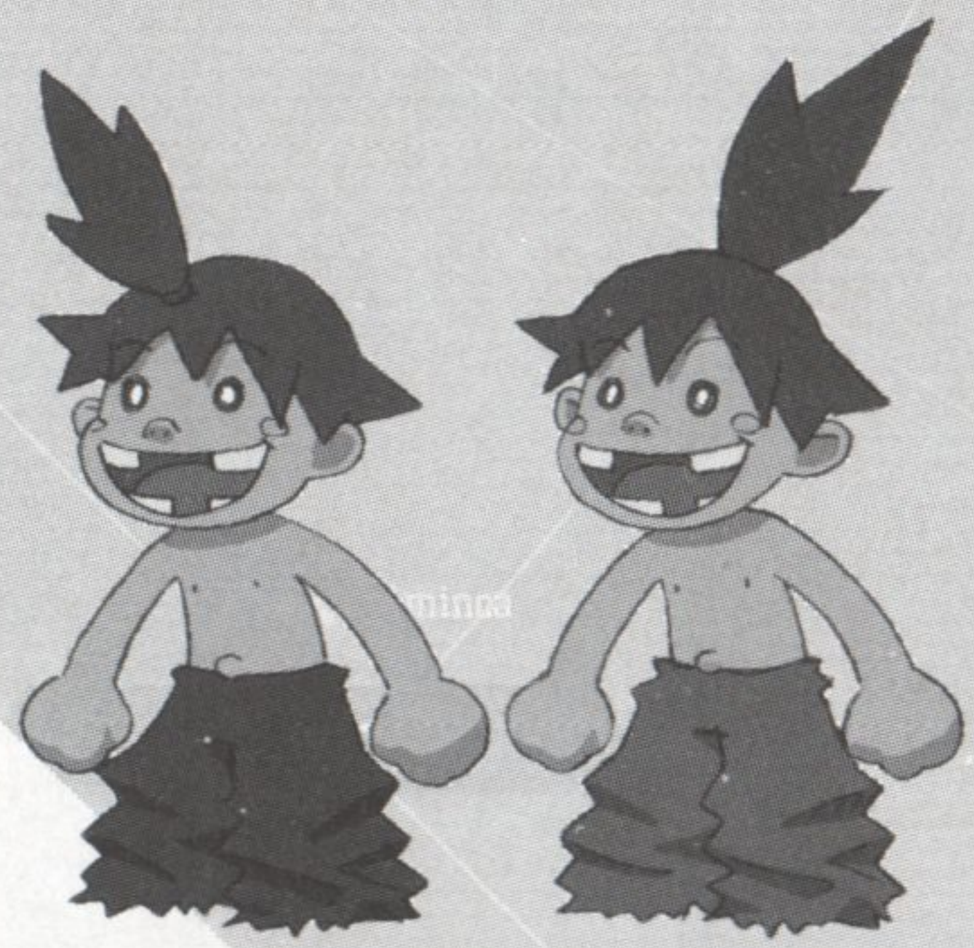
# TIPS

## PASS AN EXAM AND GET A LICENSE!

In this game, if you take an exam and pass it, you'll get a license. As you get more advanced licenses, the game's difficulty level increases. You may also get something good with a high level license! (You can raise your license level, but you can't lower it.)

## USE STORES WISELY!

Various Items are sold at the Stores in town. Look for Items to buy that will make your battles easier, and that Roll might use to develop new Items. Every time you buy an Item, you'll use some of Mega Man's money.



## CHECK EVERYTHING!

Check objects in front of Mega Man by pressing the ● button. Try to check everything to find game hints.

## DUNGEON IN WATER!

Once you get to the underwater dungeon, you'll need to use buoyancy to solve puzzles. Remember, Mega Man can jump higher and lift up heavier things when he's in the water.

## MAKE FRIENDS!

Something good could happen to Mega Man when he's liked by other characters. On the other hand, if he makes people mad ... who knows what might happen!

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MEGA MAN LEGENDS 2

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## CREDITS

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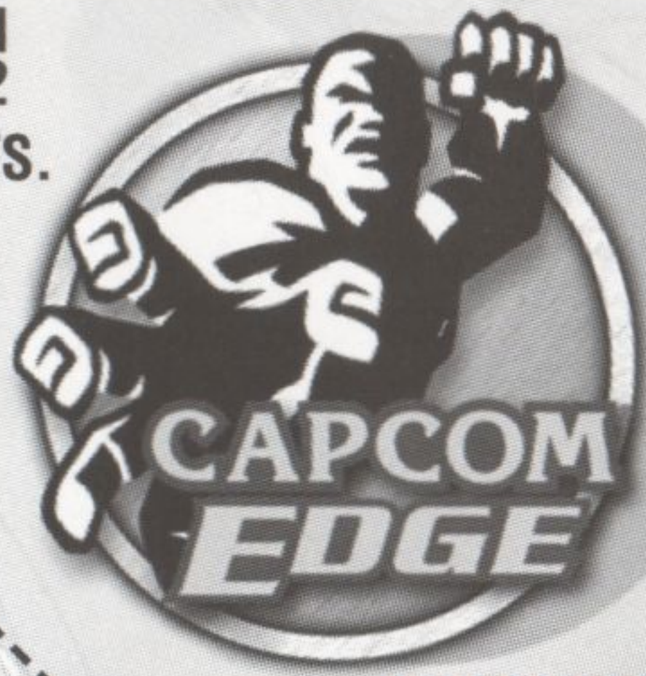


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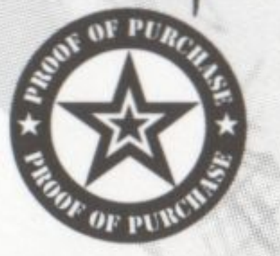

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